

Imperial German Forces

Great War

Mid-War / 1915-16

A Supplement for
Storm of Fire

Rules for 20th Century Warfare



Offered by Wasatch Miniatures and GAJO Games

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SPECIAL RULES – MID-WAR



ERA SPECIAL RULES – IMPERIAL GERMANY

An Imperial German force has the following special rules in 1915-16:

Anti-Armor Ammunition –

The Imperial German Army developed a special round, the k-round, for their small arms. It had better penetration capabilities, initially for use against body armor. It was found useful against early Allied armor as well.

German BA Rifles and BA Carbines have k-rounds from 1916 onward. On an Accuracy Check result of six, treat the hit as having +1 PEN.

Creeping Barrage –

The Imperial German Army developed the capability to fire a creeping barrage in 1916. It was initially used very successfully on both the eastern and western fronts.

German forces can employ a Creeping Barrage in missions which allow it from 1916 onward.

NATIONAL SPECIAL RULES

Plus, an Imperial German force will have one of following national special rules:

Active (Prussian) –

The better German units throughout the war were trained for rapid advancing.

Prussian units with this special rule add 1" to their At the Double movement rates.

Proficient (Bavarian) –

Bavarian troops were well known for their expertise in close combat.

Bavarian units with this special rule may re-roll one failed Assault Check in the first round of close combat.

Stoic (Saxon) –

Saxony, also newly integrated, had a long tradition of stoic resistance when things looked bad.

Saxon units with this special rule may re-roll one failed Tenacity Check per turn.

Disciplined (Wurttemberg / Hesse) –

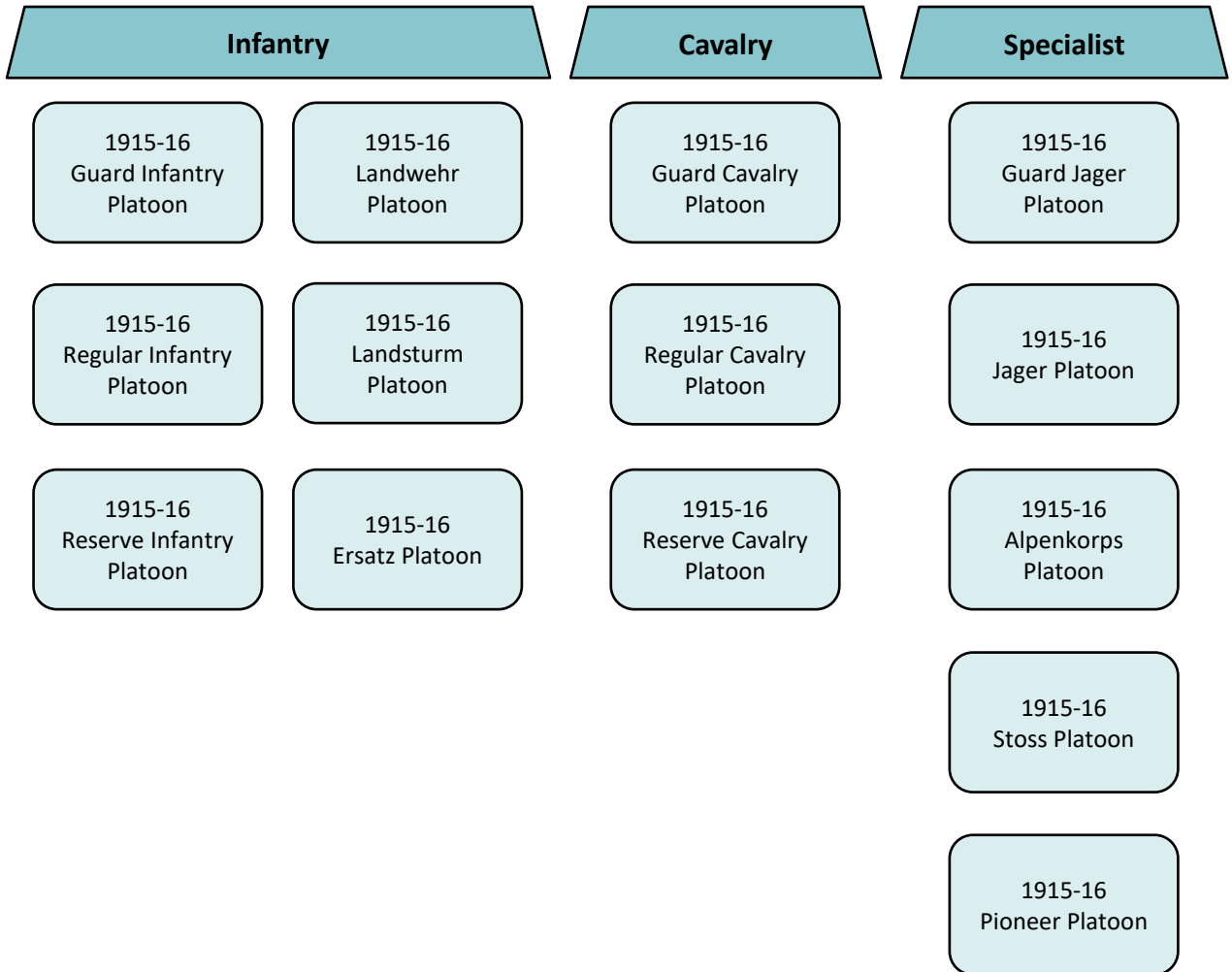
Wurttemberg, also newly integrated, maintained a separate corps in one of the Prussian armies. Hessian forces also served in a Prussian Army.

Wurttemberg and Hessian units with this special rule may change formation at no additional cost before taking any other action, and they also may re-roll one failed Skill Check per turn, excluding attempts to range in.

Battlegroup Diagram



Imperial Germany 1915-16

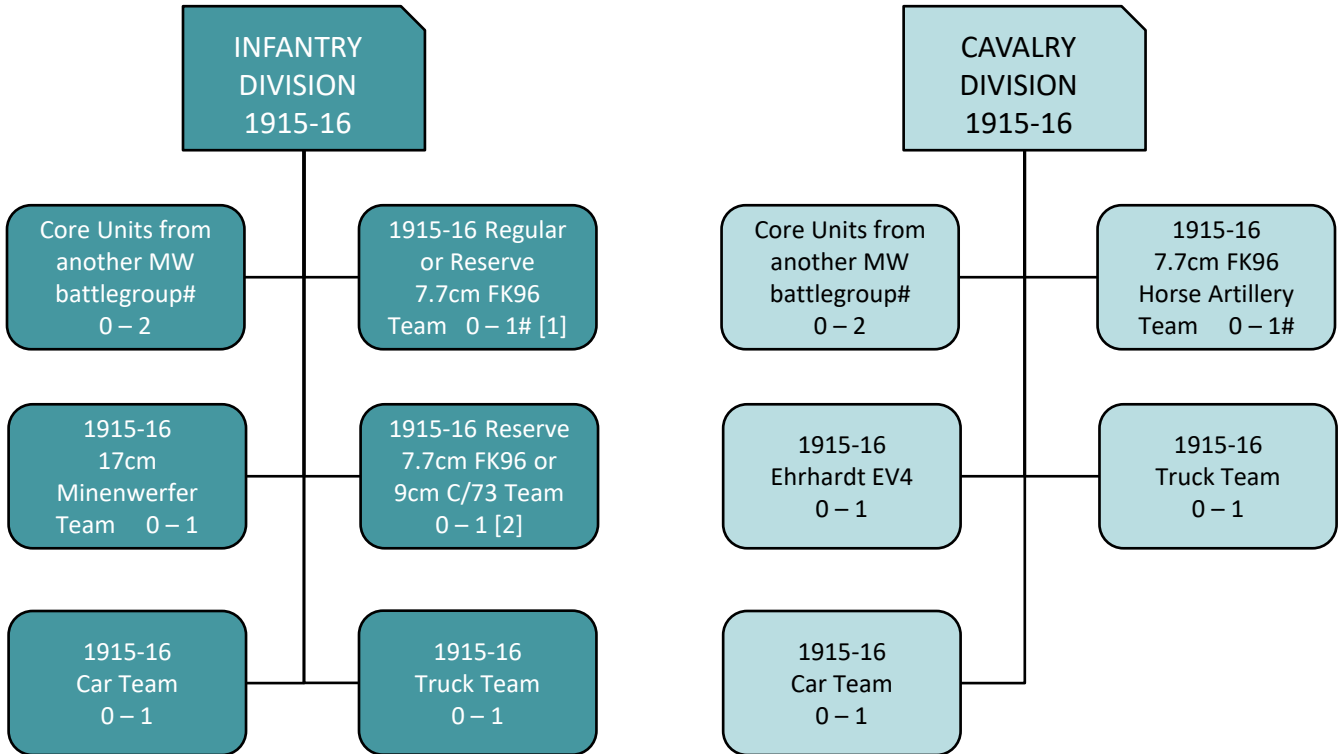


A force must include at least one Battlegroup,
but it may include more than one

Support Diagram



Imperial Germany 1915-16



- = excludes command units
- # = Support Artillery
- [1] = REGULAR; [2] = RESERVE

Infantry Battlegroups and Units

Imperial Germany 1915-16



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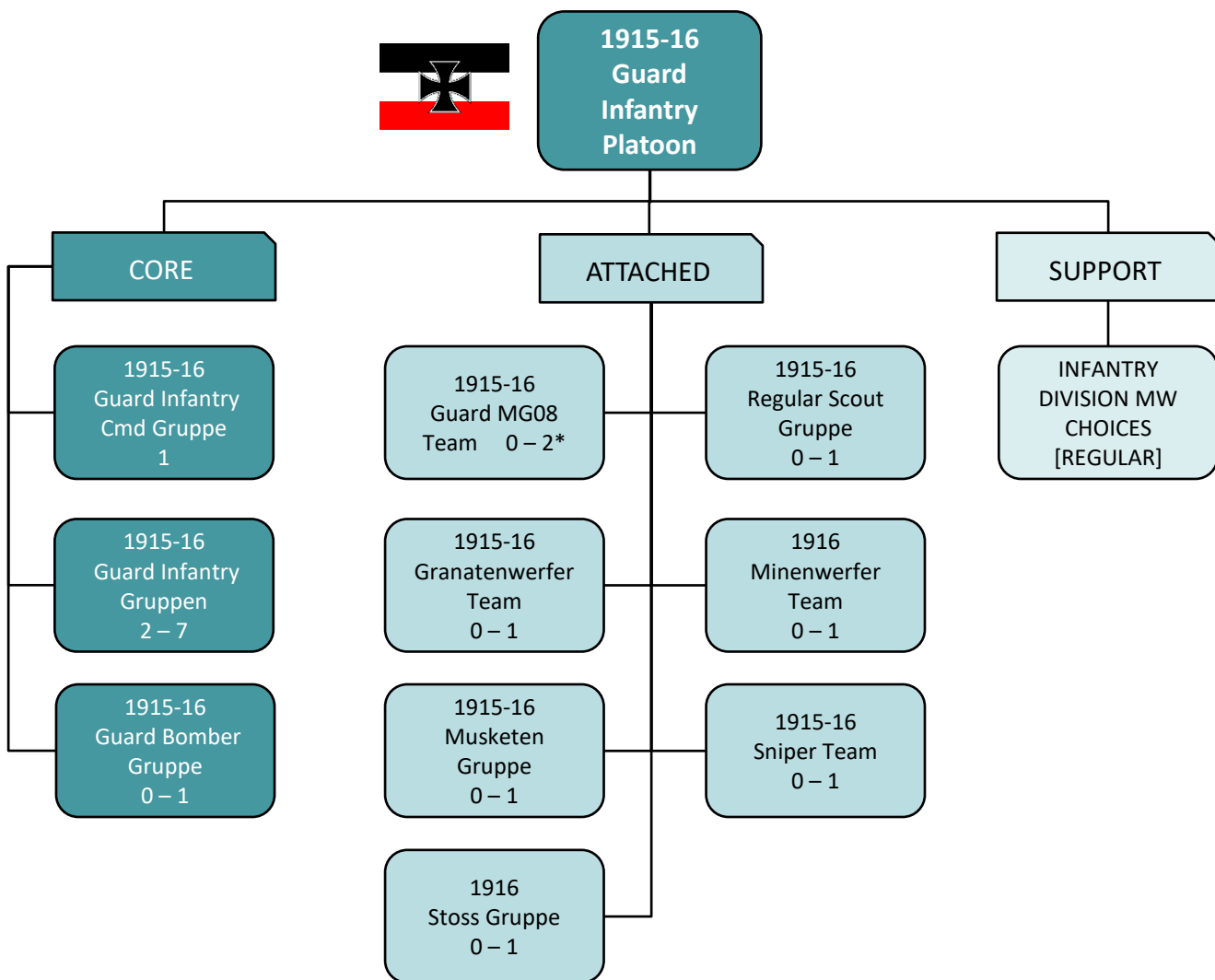
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1915-16 GUARD INFANTRY PLATOON

National Special Rules – Prussian, Bavarian or Saxon. A Hessian Guard unit uses the Prussian special rules.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Guard Infantry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, SA pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, SA pistol or BA rifle			0-1	25	0-1	29
Add Riflemen with BA rifle			0-4	15	0-4	19
Replace Officer's sword with CFW			Any	-	Any	-
Add grenades for NCO and riflemen			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 3+

Formation

Attack 0
Recon 0



No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1915-16 Guard Infantry Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle			1	90	1	110
4 Riflemen with BA rifle			0-4	15	0-4	19
Add Riflemen with BA rifle			Any	+2 ea	Any	+2 ea
Add grenades			Any	+2 ea	Any	+2 ea
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade entire Gruppe to Marksmen#			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 3+



No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

= a maximum number of Gruppens allowed for the entire platoon as follows: 1915-16 (up to one per platoon). Marksmen Gruppens may not have any rifle grenades.

Unit Special Rules:

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

1915-16 Guard Bomber Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, grenades 4 Bombers with SA pistol or BA rifle, grenades					1	130
Add Bombers with SA pistol or BA rifle, grenades					0 - 4	23
<i>Replace BA rifle with rifle grenade</i>					0 - 1	+4
<i>Upgrade entire unit with steel helmets</i>					<i>For unit</i>	<i>+1 ea</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	3+

Infantry Unit



Bombers, No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

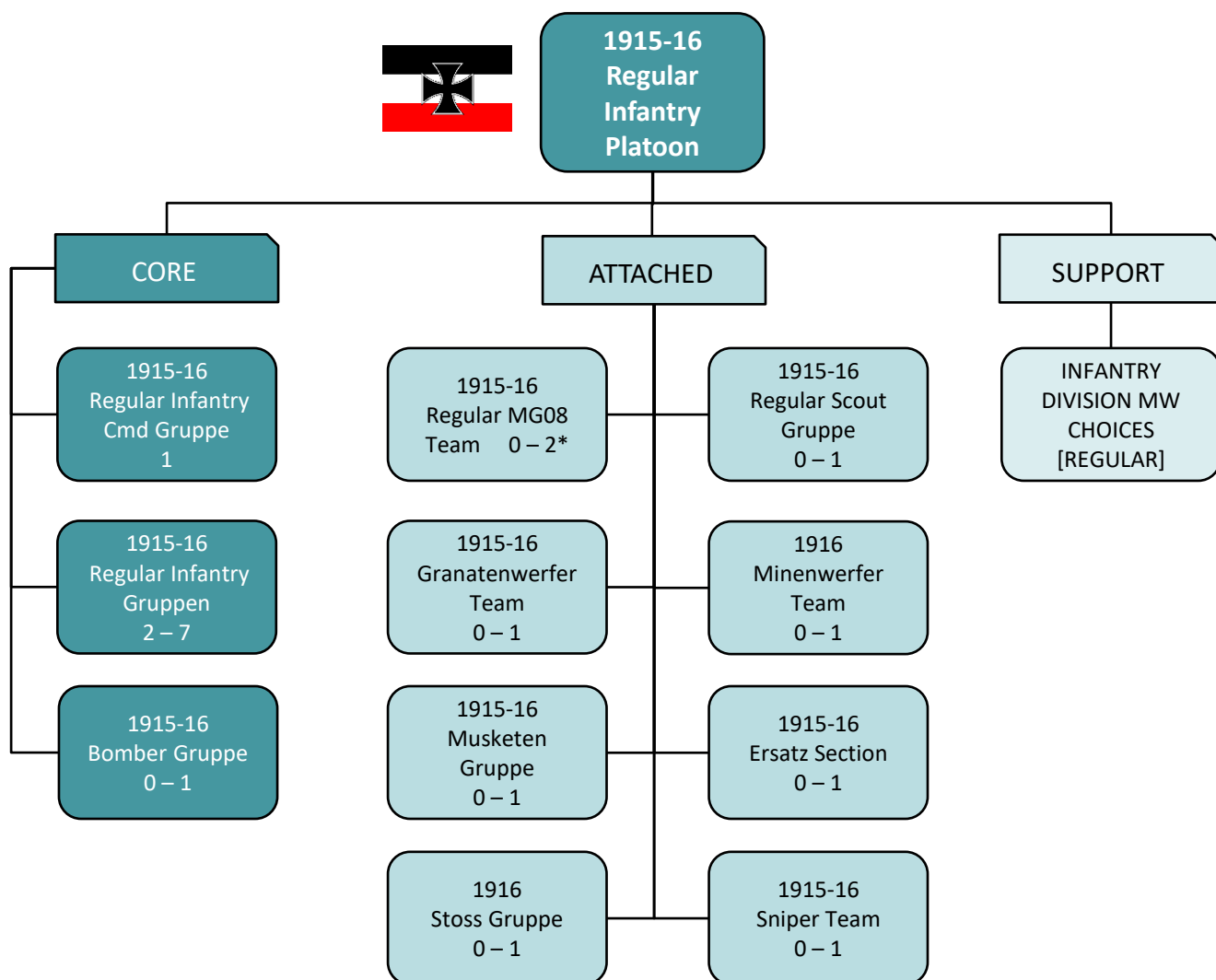
SS = Single Shot

* = Slow Firing

1915-16 REGULAR INFANTRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Regular Infantry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, pistol or BA rifle			0-1	23	0-1	26
Add Riflemen with BA rifle			0-4	13	0-4	16
Replace Officer's sword with CFW			Any	-	Any	-
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades for NCO and riflemen			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack 0
Recon 0



No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Regular Infantry Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	80	1	95
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-4	13	0-4	16
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade entire Gruppe to Marksmen#			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

= a maximum number of Gruppens allowed for the entire platoon as follows: 1915-16 (up to one per platoon). Marksmen Gruppens may not have any rifle grenades.

Unit Special Rules:

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Bomber Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades 4 Bombers with pistol or BA rifle, grenades			1	100	1	115
Add Bombers with pistol or BA rifle, grenades			0 - 4	17	0 - 4	20
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Replace BA rifle with rifle grenade</i>			<i>0 - 1</i>	<i>+4</i>	<i>0 - 1</i>	<i>+4</i>
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	4+

Infantry Unit



A platoon's bomber squad may not be more than one level of training better than its rifle squads.

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Bombers, No Head Protection

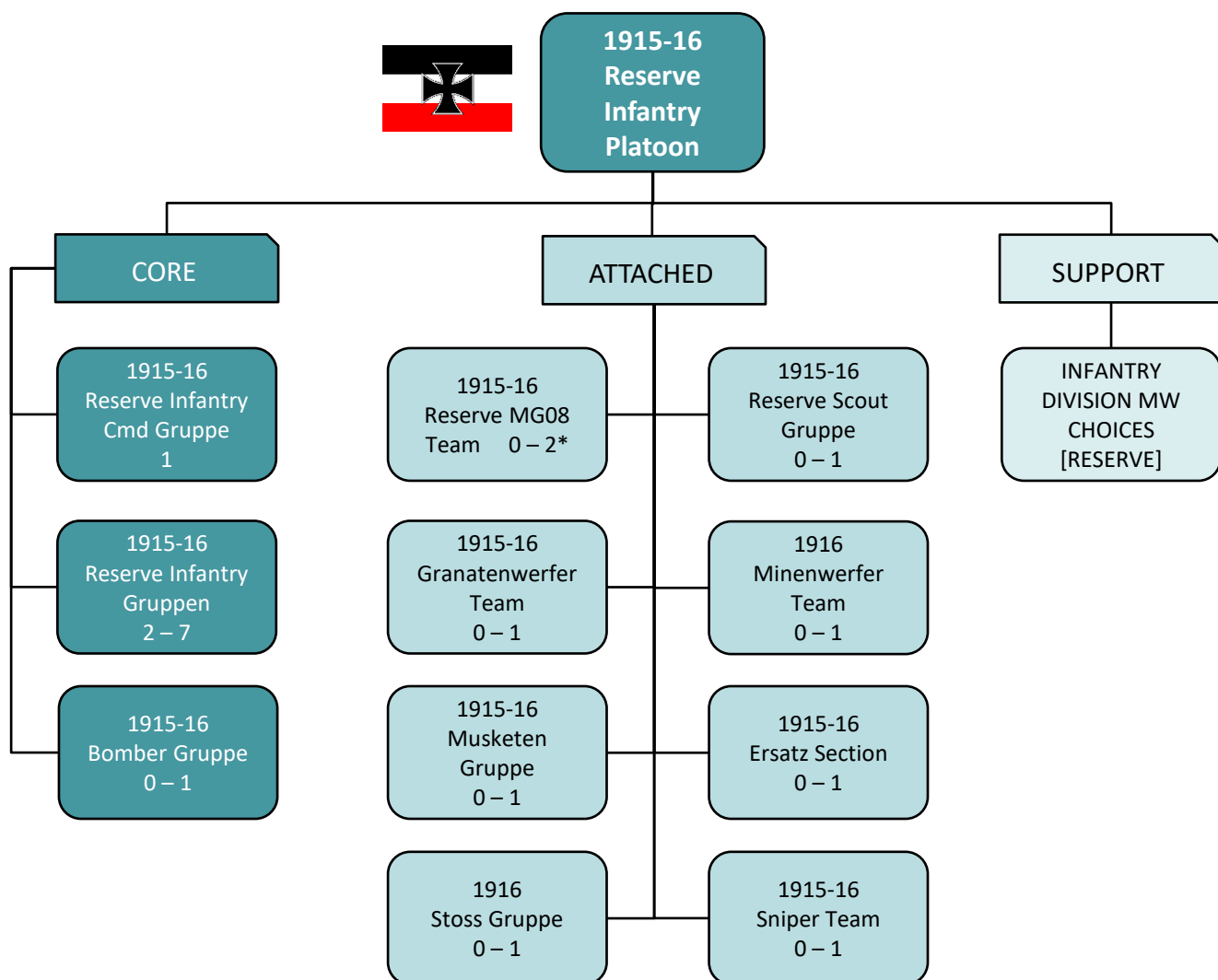
Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1915-16 RESERVE INFANTRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Reserve Infantry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, pistol or BA rifle			0-1	22	0-1	25
Add Riflemen with BA rifle			0-4	12	0-4	15
Replace Officer's sword with CFW			Any	-	Any	-
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades for NCO and riflemen			Any	+2 ea	Any	+2 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Reserve Infantry Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	75	1	90
4 Riflemen with BA rifle						
Add Riflemen with BA rifle			0-4	12	0-4	15
Upgrade pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Replace BA rifle with rifle grenade			0-1	+4	0-1	+4
Upgrade entire Gruppe to Marksmen#			All/none	+1 ea	All/none	+1 ea
Upgrade entire unit with steel helmets			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

= a maximum number of Gruppens allowed for the entire platoon as follows: 1915-16 (up to one per platoon). Marksmen Gruppens may not have any rifle grenades.

Unit Special Rules:

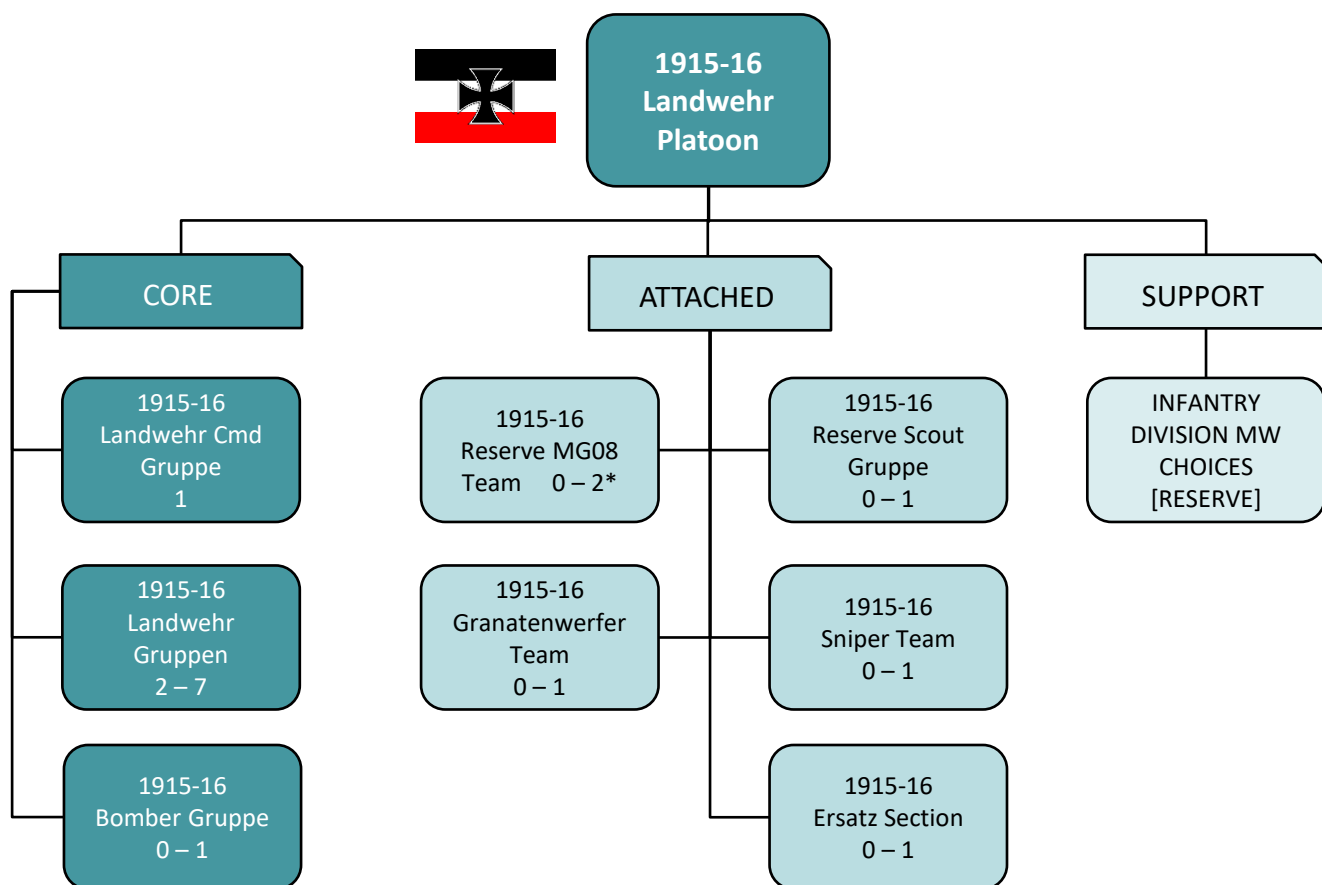
Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 LANDWEHR PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Landwehr Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades	1	16	1	22		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, pistol or BA rifle	0-1	18	0-1	20		
Add Riflemen with BA rifle	0-4	8	0-4	10		
<i>Replace Officer's sword with CFW</i>	Any	-	Any	-		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Add grenades for NCO and riflemen</i>	Any	+2 ea	Any	+2 ea		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Formation

Attack 0
Recon 0



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Landwehr Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle	1	55	1	65		
4 Riflemen with BA rifle						
Add Riflemen with BA rifle	0-4	8	0-4	10		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Add grenades</i>	Any	+2 ea	Any	+2 ea		
<i>Replace BA rifle with rifle grenade</i>	0-1	+4	0-1	+4		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Infantry Unit

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

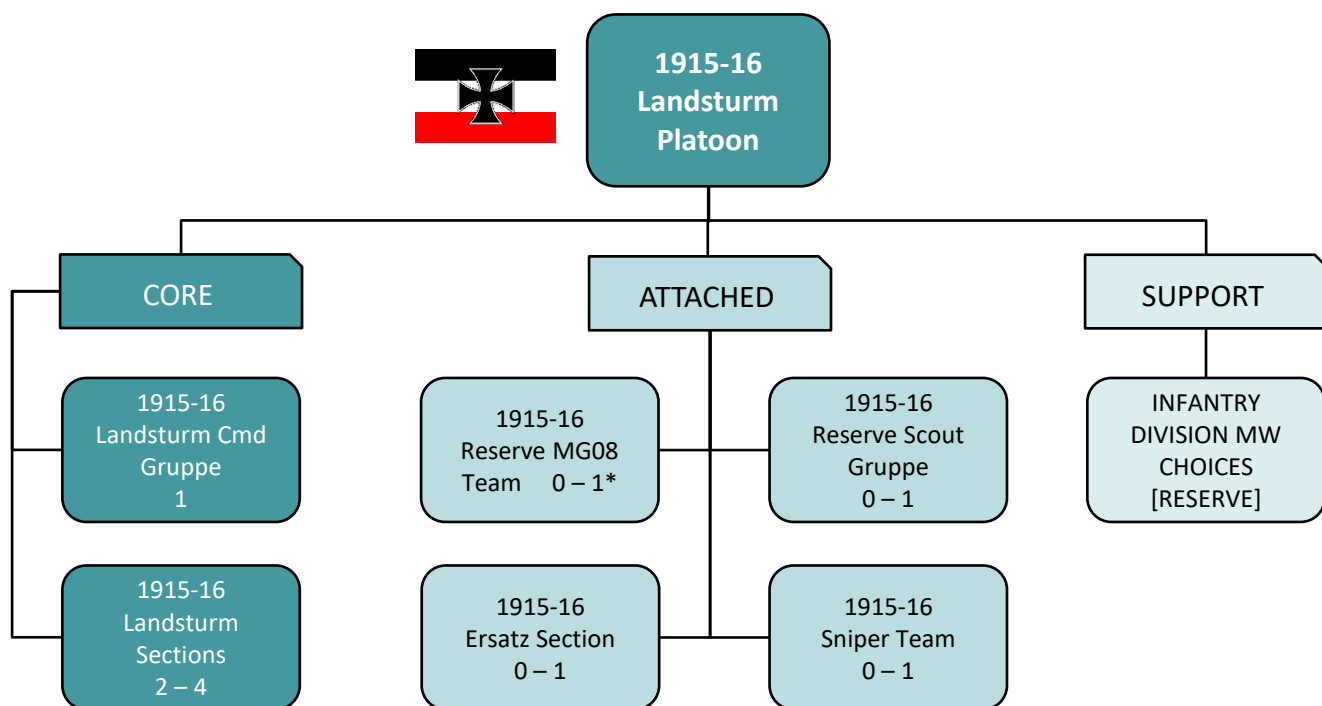
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 LANDSTURM PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Landsturm Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades	1	16	1	22		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			0-1	+18		
Attached Staff Officer and Aide, pistols	0-1	20	0-1	23		
Medic, unarmed	0-1	15	0-1	17		
Comms Specialist (Level 1), pistol	0-1	15	0-1	17		
Senior NCO, pistol or SS rifle	0-1	15	0-1	18		
Add Riflemen with SS rifle	0-4	5	0-4	8		
<i>Replace Officer's sword with CFW</i>	Any	-	Any	-		
<i>Upgrade pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Replace SS rifles with BA rifles</i>	All/none	+1 ea	All/none	+1 ea		
<i>Add grenades for NCO and riflemen</i>	Any	+2 ea	Any	+2 ea		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack 0
Recon 0



Close Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Close Order – the unit may only operate in Close Order.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Landsturm Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	60	1	87		
8 Riflemen with SS rifle						
Add Riflemen with SS rifle	0-9	5	0-9	8		
<i>Add grenades</i>	Any	+2 ea	Any	+2 ea		
<i>Replace SS rifles with BA rifles</i>	All/none	+1 ea	All/none	+1 ea		
<i>Replace BA rifle with rifle grenade</i>	0-1	+4	0-1	+4		
<i>Upgrade entire unit with steel helmets</i>	For unit	+1 ea	For unit	+1 ea		

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Close Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Single Shot Rifle	24"	SS	SS*	-	5+		
Bolt Action Rifle	24"	RF	RF*	-	5+		
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

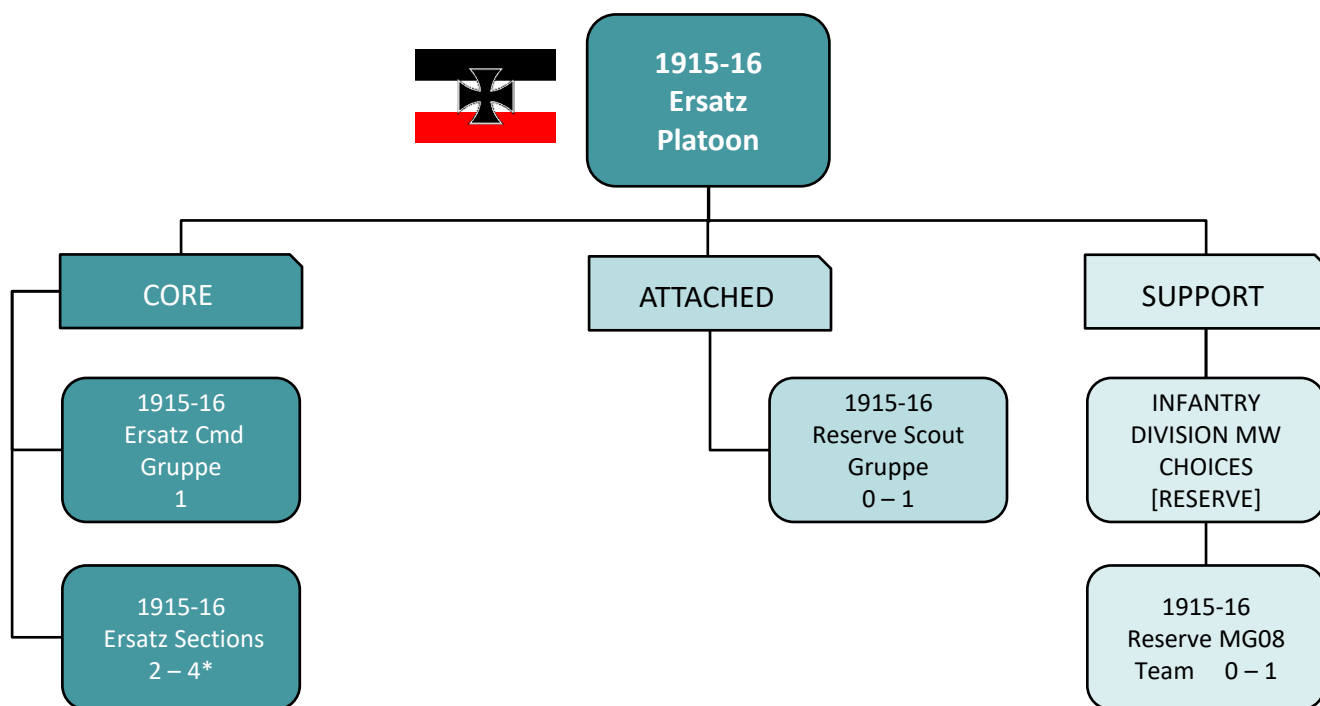
Close Order – the unit may only operate in Close Order.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 ERSATZ PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Ersatz Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades	1	16				
Downgrade Officer to Green	0-1	-7				
Downgrade Officer to Difficult	0-1	-4				
Upgrade Officer to Energetic	0-1	+5				
Upgrade Officer to Inspiring						
Attached Staff Officer and Aide, pistols	0-1	20				
Medic, unarmed	0-1	15				
Comms Specialist (Level 1), pistol	0-1	15				
Senior NCO, pistol or SS rifle	0-1	13				
Add Riflemen with SS rifle	0-4	3				
Replace Officer's sword with CFW	Any	-				
Add grenades for NCO and riflemen	Any	+2 ea				

Morale

Rally 4+
Aggression 5+
Tenacity 5+

Formation

Attack 0
Recon 0



Close Order, Conscripts, Militia, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Single Shot Rifle	24"	SS	SS*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Close Order – the unit may only operate in Close Order.

Conscripts – the unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

Militia – the unit reduces its Maneuver and Double time move distances by 1".

No Head Protection – unit receives -1 on Triage checks.

1915-16 Ersatz Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or SS rifle	1	42				
8 Riflemen with SS rifle						
Add Riflemen with SS rifle	0-9	3				
Add grenades	Any	+2 ea				

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Close Order, Conscripts, Militia, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Single Shot Rifle	24"	SS	SS*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Close Order – the unit may only operate in Close Order.

Conscripts – the unit rolls 1d6 the first time it takes a casualty during each turn. On a 1 the unit must make an immediate Fall Back action. On a 6+ it increases its Rally value by one for the duration of the action. The maximum increase to a Conscript unit's Rally value is +1.

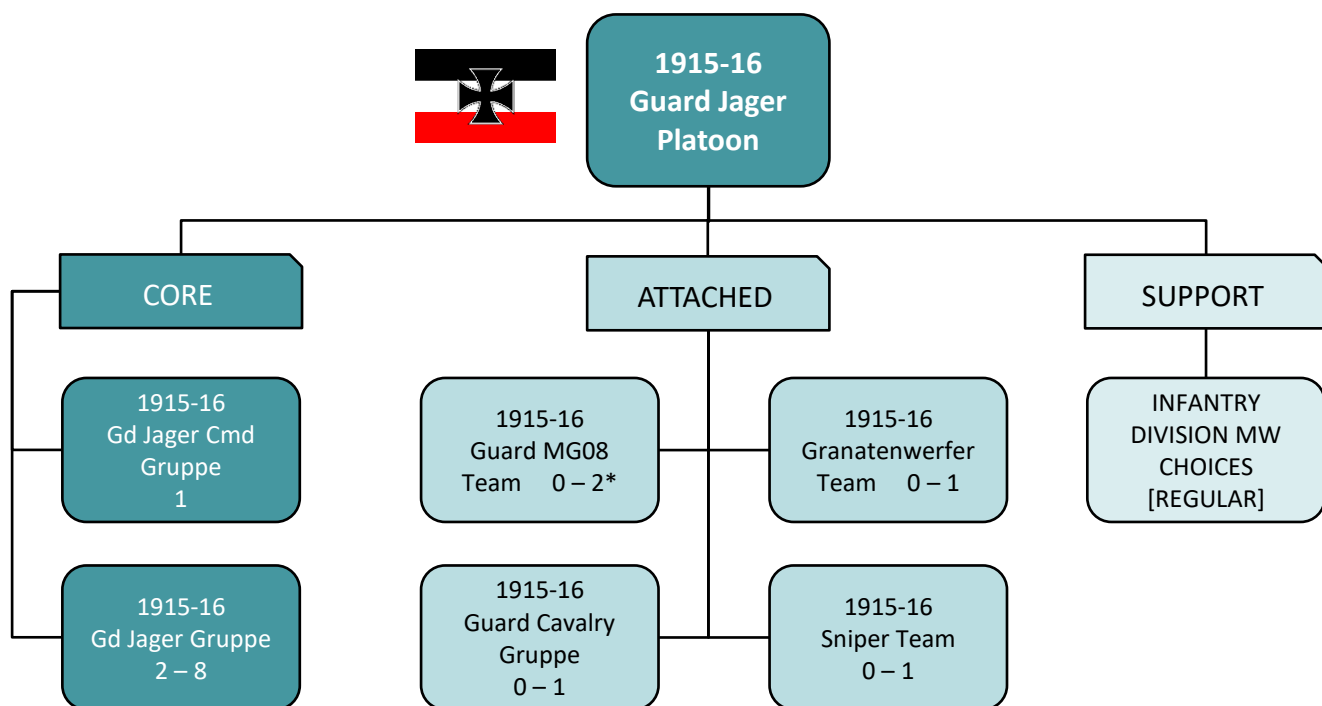
Militia – the unit reduces its Maneuver and Double time move distances by 1".

No Head Protection – unit receives -1 on Triage checks.

1915-16 GUARD JAGER PLATOON

National Special Rules – Prussian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Guard Jager Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol or BA rifle, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	30	0-1	34
Add Jager with BA rifle			0-4	20	0-4	24
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add grenades for NCO and riflemen</i>			Any	+2 ea	Any	+2 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 3+

Formation

Attack 0

Recon 1



Extended Order, Marksmen, No Head Protection, Recon 1, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

- Extended Order** – the unit may operate in extended order.
- Marksmen** - The unit may re-roll one missed Accuracy Check each time it shoots.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.
- Recon 1** – the unit contributes 1 recon point to the force.
- Stubborn** – the unit may re-roll one failed Aggression Check each turn.

1915-16 Guard Jager Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	115	1	135
4 Jagers with BA rifle						
Add Jagers with BA rifle			0-4	20	0-4	24
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add grenades</i>			Any	+2 ea	Any	+2 ea
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4
<i>Equip the entire unit with cycles</i>			For unit	+5	For unit	+5
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+

Aggression 3+

Tenacity 3+



Extended Order, Marksmen, No Head Protection, Recon 1, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

Unit Special Rules:

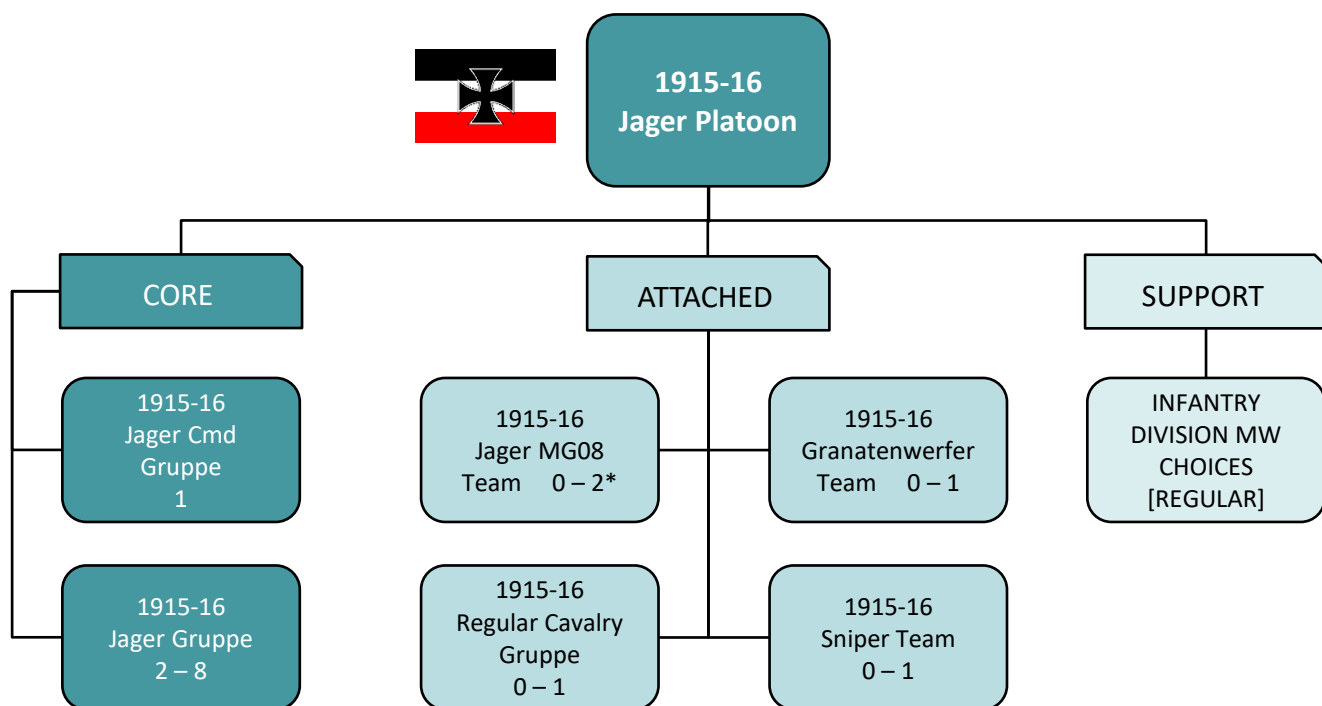
- Cycles** – The unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.
- Extended Order** – the unit may operate in extended order.
- Marksmen** - The unit may re-roll one missed Accuracy Check each time it shoots.
- No Head Protection** – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.
- Recon 1** – the unit contributes 1 recon point to the force.
- Stubborn** – the unit may re-roll one failed Aggression Check each turn.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 JAGER PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Jager Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol or BA rifle, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle			0-1	26	0-1	29
Add Jager with BA rifle			0-4	16	0-4	19
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add grenades for NCO and riflemen</i>			Any	+2 ea	Any	+2 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+

Aggression 3+

Tenacity 4+

Formation

Attack 0

Recon 1



Extended Order, Marksmen, No Head Protection, Recon 1

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Extended Order – the unit may operate in extended order.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Recon 1 – the unit contributes 1 recon point to the force.

1915-16 Jager Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	95	1	110
4 Jagers with BA rifle						
Add Jagers with BA rifle			0-4	16	0-4	19
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add grenades</i>			Any	+2 ea	Any	+2 ea
<i>Replace BA rifle with rifle grenade</i>			0-1	+4	0-1	+4
<i>Equip the entire unit with cycles</i>			For unit	+5	For unit	+5
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+

Aggression 3+

Tenacity 4+



Extended Order, Marksmen, No Head Protection, Recon 1

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

Unit Special Rules:

Cycles – The unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

Marksmen - The unit may re-roll one missed Accuracy Check each time it shoots.

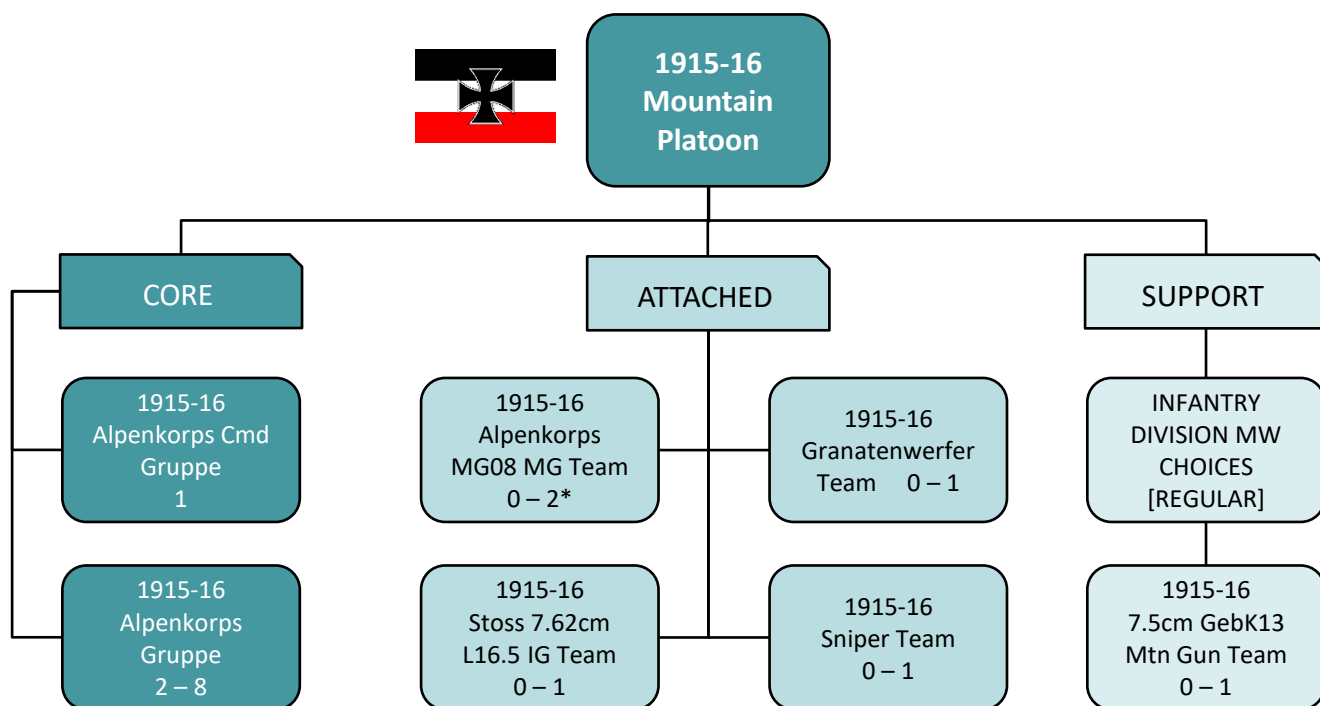
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Recon 1 – the unit contributes 1 recon point to the force.

1915-16 MOUNTAIN PLATOON

National Special Rules – Bavarian only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Alpenkorps Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol or BA rifle, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0 - 1	-10		
<i>Downgrade Officer to Difficult</i>			0 - 1	-5	0 - 1	-8
<i>Upgrade Officer to Energetic</i>			0 - 1	+8	0 - 1	+10
<i>Upgrade Officer to Inspiring</i>			0 - 1	+18	0 - 1	+22
Attached Staff Officer and Aide, pistols			0 - 1	23	0 - 1	28
Medic, unarmed			0 - 1	17	0 - 1	19
Comms Specialist (Level 1), pistol			0 - 1	17	0 - 1	19
Senior NCO, pistol or BA rifle, grenades			0 - 1	34	0 - 1	38
Add Alpentruppen with BA rifle, grenades			0 - 4	24	0 - 4	28
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Add Close Fighting Weapon (CFW) for NCO and riflemen</i>			All/none	+1 ea	All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 3+

Formation

Attack 0
Recon 1



Agile, Extended Order, Marksmen, Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order – the unit may operate in extended order.

Marksmen - The unit may re-roll one missed Accuracy check each time it shoots.

Mountaineers – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

1915-16 Alpenkorps Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	135	1	155
4 Alpentruppe with BA rifle, grenades						
Add Alpentruppen with BA rifle, grenades			0 - 4	24	0 - 4	28
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace BA rifle with rifle grenade</i>			0 - 1	+4	0 - 1	+4
<i>Add Close Fighting Weapon (CFW)</i>			All/none	+1 ea	All/none	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 3+
Aggression 3+
Tenacity 3+



Agile, Extended Order, Marksmen, Mountaineers, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Rifle Grenade	6-24"	1	-	+2	4+		OH Fire, Rifle Grenade, Suppression

Unit Special Rules:

Agile – the unit adds +1" to its movement distance each time it moves.

Extended Order – the unit may operate in extended order.

Marksmen - The unit may re-roll one missed Accuracy check each time it shoots.

Mountaineers – the unit ignores steep slope movement penalties and altitude rules in missions that have them. The unit may move up or down an impassable cliff face by passing a Skill check.

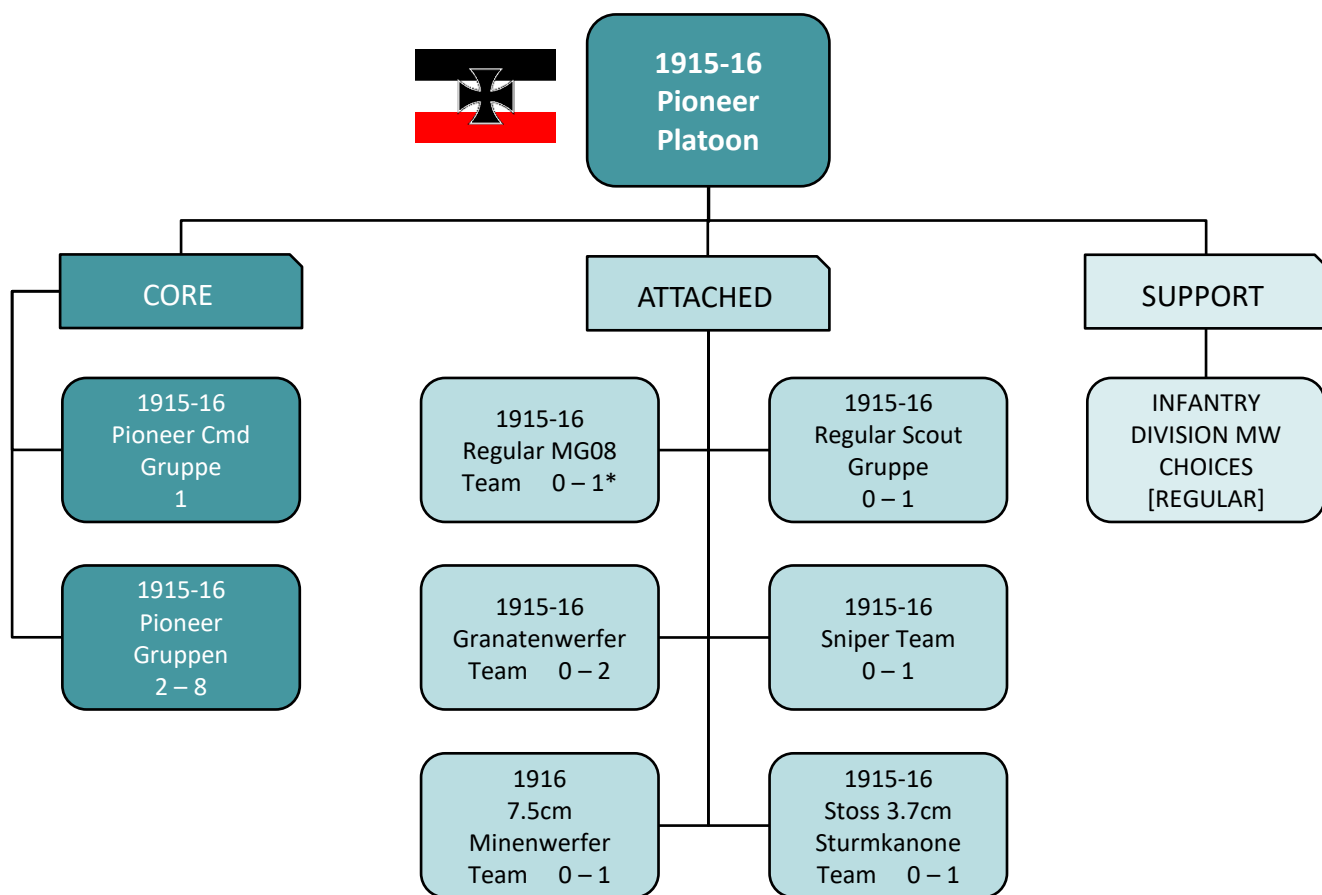
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 PIONEER PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Pioneer Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, sword, pistol, grenades			1	22	1	30
<i>Downgrade Officer to Green</i>			0-1	-10		
<i>Downgrade Officer to Difficult</i>			0-1	-5	0-1	-8
<i>Upgrade Officer to Energetic</i>			0-1	+8	0-1	+10
<i>Upgrade Officer to Inspiring</i>			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), pistol			0-1	17	0-1	19
Senior NCO, BA rifle, grenades			0-1	27	0-1	30
Add Pioneer with BA rifle, grenades			0-4	17	0-4	20
<i>Replace Officer's sword with CFW</i>			Any	-	Any	-
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack 0
Recon 0



No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pioneers – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

1915-16 Pioneer Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle, grenades			1	100	1	115
4 Pioneers with BA rifle, grenades			0-4	17	0-4	20
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Replace 2 BA riflemen with Flammenwerfer team</i>			0-1	+14	0-1	+14
<i>Equip unit with extended charges</i>			For unit	+7	For unit	+7
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



No Head Protection, Pioneers

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
With Flammenwerfer	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

Unit Special Rules:

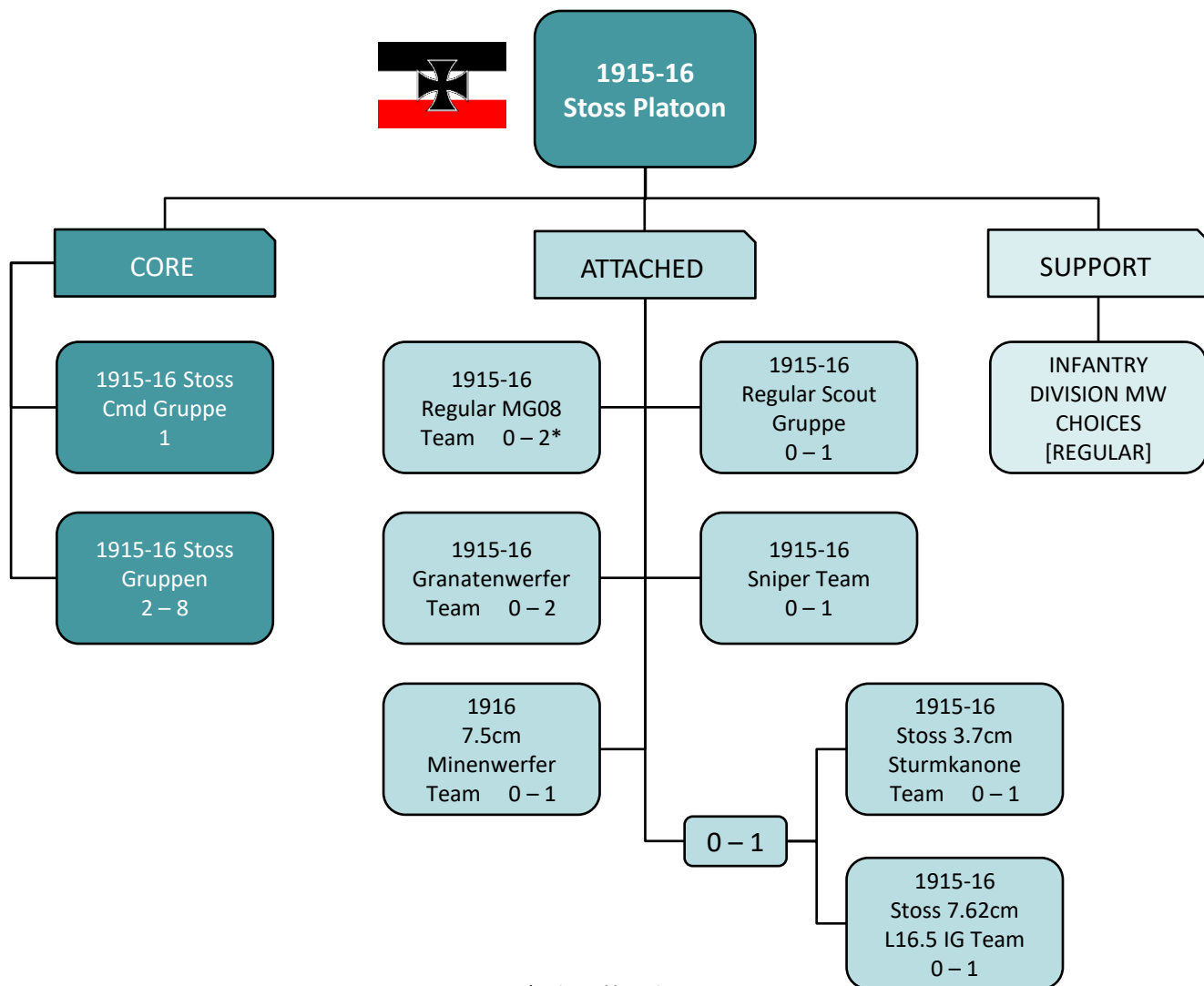
No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Pioneers – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

1915-16 STOSSTRUPPEN PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



1915-16 Stoss Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, SA pistol, close fighting weapon, grenades			1	22	1	30
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, SA pistols			0-1	23	0-1	28
Medic, unarmed			0-1	17	0-1	19
Comms Specialist (Level 1), SA pistol			0-1	17	0-1	19
Senior NCO, SA pistol or BA rifle, close fighting weapon, grenades			0-1	37	0-1	41
Add Stosstrupper with SA pistol or BA rifle, close fighting weapon, grenades			0-4	27	0-4	31
Replace BA rifle with BA carbine			Any	-	Any	-
Upgrade unit to Sturm-pioneer (gain Pioneers special rule)			All/none	+2 ea	All/none	+2 ea

Morale

Rally 3+

Aggression 3+

Tenacity 3+

Formation

Attack +1

Recon 1



Bombers, Extended Order, Independent, Infiltration Tactics

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Extended Order – the unit may operate in extended order.

Independent – the unit may activate outside of the influence range of the formation commander without an activation die penalty.

Infiltration Tactics – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

Pioneers (if Sturm-pioneer) – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

1915-16 Stoss Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with SA pistol or BA rifle, close fighting weapon, grenades			1	150	1	170
4 Stosstruppen with SA pistol or BA rifle, close fighting weapon, grenades			0-4	27	0-4	31
Add Stosstrupper with SA pistol or BA rifle, close fighting weapon, grenades			0-4	27	0-4	31
Replace BA rifle with BA carbine			Any	-	Any	-
Replace 2 BA riflemen with Flammenwerfer team			0-1	+14	0-1	+14
Equip unit with extended charges			For unit	+7	For unit	+7
Upgrade unit to Sturm-pioneer (gain Pioneers special rule)			All/none	+2 ea	All/none	+2 ea

Morale

Rally 3+

Aggression 3+

Tenacity 3+



Bombers, Extended Order, Independent, Infiltration Tactics

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto
With Flammenwerfer	7"	11"	5"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA Carbine	18"	RF	RF*	-	5+		Handy
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Flammenwerfer	6"	d6	d6	+3	3+		Bulky, Flamethrower, Suppression

Unit Special Rules:

Bombers – all figures may throw grenades and gain +1 die during Assault combat.

Extended Order – the unit may operate in extended order.

Independent – the unit may activate outside of the influence range of the formation commander without an activation die penalty.

Infiltration Tactics – a unit with this rule counts as having Hit the Dirt if targeted when moving through rough terrain.

Pioneers (if Sturm-pioneer) – +1 to Assault Checks when assaulting buildings or fortifications, and +1 PEN in close combat. May perform engineering tasks.

1915-16 Regular Scout Gruppe

Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle 4 Scouts with BA rifle			1	75	1	90
Add Scouts with BA rifle			0 – 4	12	0 – 4	15
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea
<i>Add grenades</i>			Any	+2 ea	Any	+2 ea

Morale

Rally 4+

Aggression 5+

Tenacity 5+



Unit Special Rules:

Extended Order – the unit may operate in extended order.

Independent – the unit may activate outside of the influence range of the formation commander without an activation die penalty.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Recon 1 – the unit contributes 1 recon point to the force.

Scouts – unit counts as having Hit the Dirt unless it fired during its last activation. It may also make a Scout move in missions which allow it.

Extended Order, Independent, No Head Protection, Recon 1, Scouts

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

1915-16 Reserve Scout Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle 4 Scouts with BA rifle			1	70	1	80
Add Scouts with BA rifle			0 – 4	11	0 – 4	13
<i>Upgrade pistol to SA Pistol</i>			Any	+1 ea	Any	+1 ea
<i>Upgrade entire unit with steel helmets</i>			For unit	+1 ea	For unit	+1 ea
<i>Add grenades</i>			Any	+2 ea	Any	+2 ea

Morale

Rally 4+

Aggression 6+

Tenacity 5+



Unit Special Rules:

Extended Order – the unit may operate in extended order.

Independent – the unit may activate outside of the influence range of the formation commander without an activation die penalty.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Recon 1 – the unit contributes 1 recon point to the force.

Scouts – unit counts as having Hit the Dirt unless it fired during its last activation. It may also make a Scout move in missions which allow it.

Extended Order, Independent, No Head Protection, Recon 1, Scouts

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Muskaten Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO with pistol or BA rifle			1	88	1	103
Muskaten with Madsen Auto Rifle						
3 Muskaten with BA rifle			0 - 3	13	0 - 3	16
Add Muskaten with BA rifle						
Add Muskaten with Madsen Auto Rifle or MG15 nA			0 - 1	21	0 - 1	24
<i>Upgrade pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add grenades</i>			<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+1 ea</i>	<i>For unit</i>	<i>+1 ea</i>

Morale	
Rally	4+
Aggression	3+
Tenacity	4+



Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
Madsen LMG	30"	3	2	-	5+		Loader, Scythe
MG15 nA	30"	3	2	-	5+		Loader, Scythe
Bolt Action Rifle	24"	RF	RF*	-	5+		
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire

RF = Rapid Fire

SS = Single Shot

* = Slow Firing

Cavalry Battlegroups and Units

Imperial Germany 1915-16



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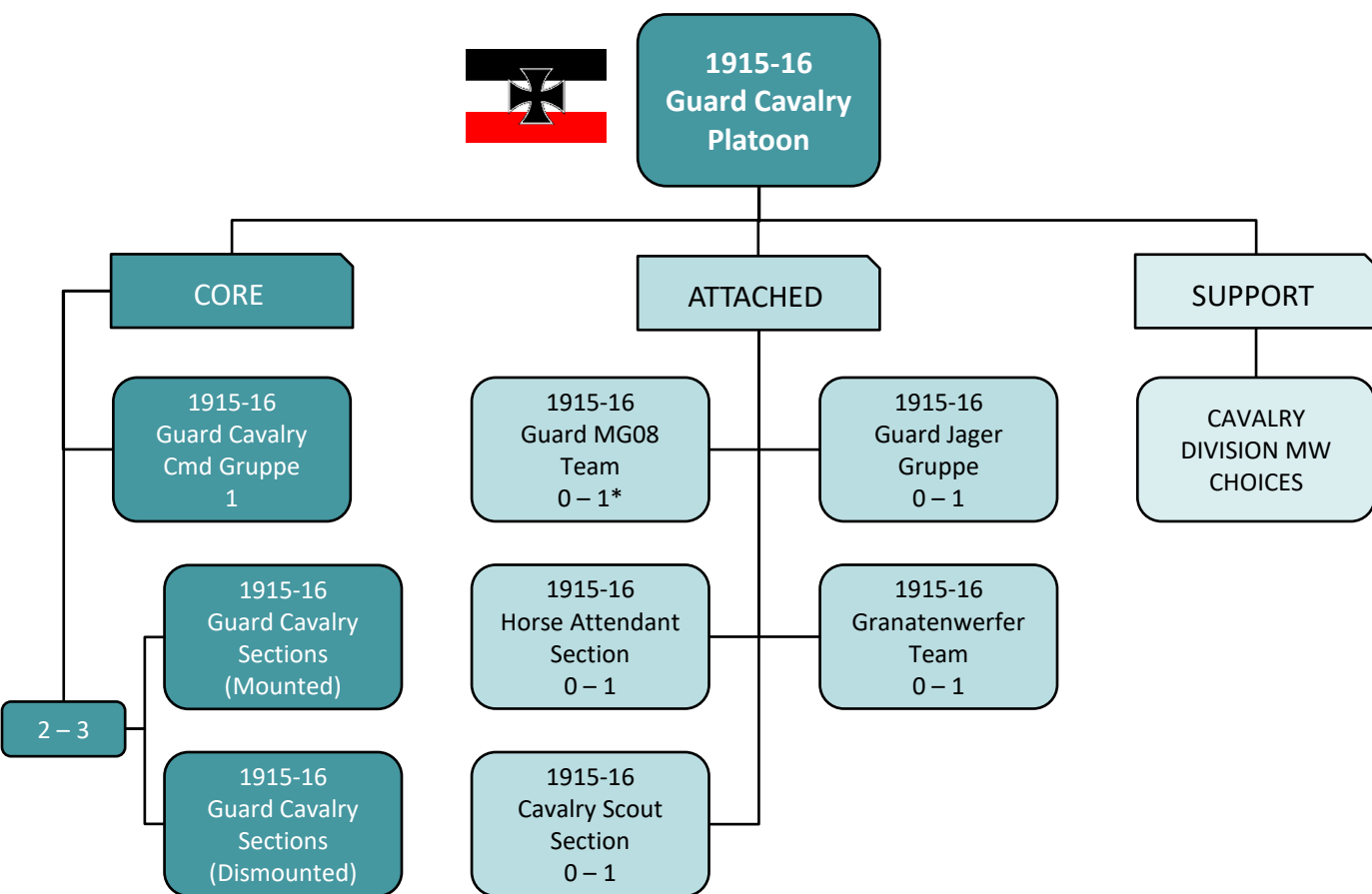
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1915-16 GUARD CAVALRY PLATOON

National Special Rules – Prussian, Hessian or Saxon only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Guard Cavalry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	30	0-1	33
Add Trooper, BA carbine, sabre, horse			0-2	20	0-2	23
Replace Officer's pistol with BA carbine			0-1	-	0-1	-
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades for NCO and troopers			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 3+
Tenacity 3+

Formation

Attack +2
Recon 2



Cavalry, Extended Order, Mounted, No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

1915-16 Guard Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	115	1	130
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	20	0-3	23
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Add lance			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 3+



Cavalry, Extended Order, Mounted, No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Guard Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	95	1	115
4 Troopers, BA carbine						
Add Trooper, BA carbine			0 - 4	16	0 - 4	20
<i>Upgrade NCO's pistol to SA Pistol</i>			<i>Any</i>	<i>+1 ea</i>	<i>Any</i>	<i>+1 ea</i>
<i>Add grenades</i>			<i>Any</i>	<i>+2 ea</i>	<i>Any</i>	<i>+2 ea</i>
<i>Equip the entire unit with cycles</i>			<i>For unit</i>	<i>+5</i>	<i>For unit</i>	<i>+5</i>

Morale

Rally 4+
 Aggression 3+
 Tenacity 3+



Unit Special Rules:

Cycles – the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

Extended Order, No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

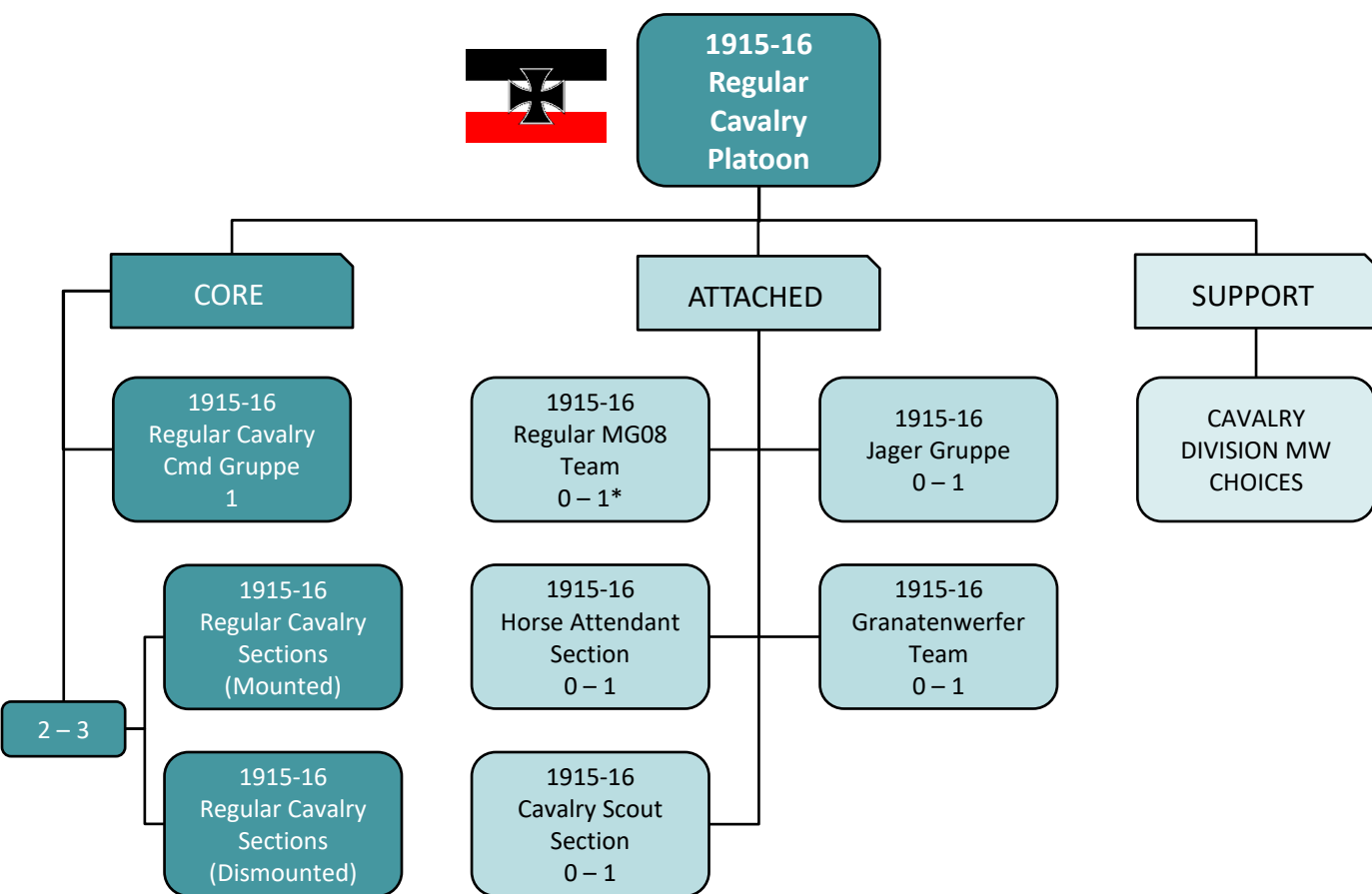
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 REGULAR CAVALRY PLATOON

National Special Rules – Prussian, Hessian or Saxon only.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Regular Cavalry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse			1	24	1	32
Downgrade Officer to Green			0-1	-10		
Downgrade Officer to Difficult			0-1	-5	0-1	-8
Upgrade Officer to Energetic			0-1	+8	0-1	+10
Upgrade Officer to Inspiring			0-1	+18	0-1	+22
Attached Staff Officer and Aide, pistols, sabre, horse			0-1	25	0-1	30
Medic, unarmed, horse			0-1	18	0-1	20
Farrier, pistol, sabre, horse			0-1	18	0-1	20
Musician, pistol, sabre, horse			0-1	13	0-1	15
Senior NCO, BA carbine, sabre, horse			0-1	27	0-1	30
Add Trooper, BA carbine, sabre, horse			0-2	17	0-2	20
Replace Officer's pistol with BA carbine			0-1	-	0-1	-
Upgrade Officer's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades for NCO and troopers			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+

Formation

Attack +2
Recon 2



Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Cavalry, Extended Order, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1915-16 Regular Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	100	1	115
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse			0-3	17	0-3	20
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea
Add lance			Any	+1 ea	Any	+1 ea
Add Cuirass (Cuirassiers)			All/none	+1 ea	All/none	+1 ea

Morale

Rally 4+
Aggression 3+
Tenacity 4+



Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Cavalry, Extended Order, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Regular Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	85	1	100
4 Troopers, BA carbine			0 - 4	14	0 - 4	17
Add Trooper, BA carbine			Any	+1 ea	Any	+1 ea
Upgrade NCO's pistol to SA Pistol			Any	+2 ea	Any	+2 ea
Add grenades			For unit	+5	For unit	+5
Equip the entire unit with cycles						

Morale	
Rally	4+
Aggression	3+
Tenacity	4+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using it's Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

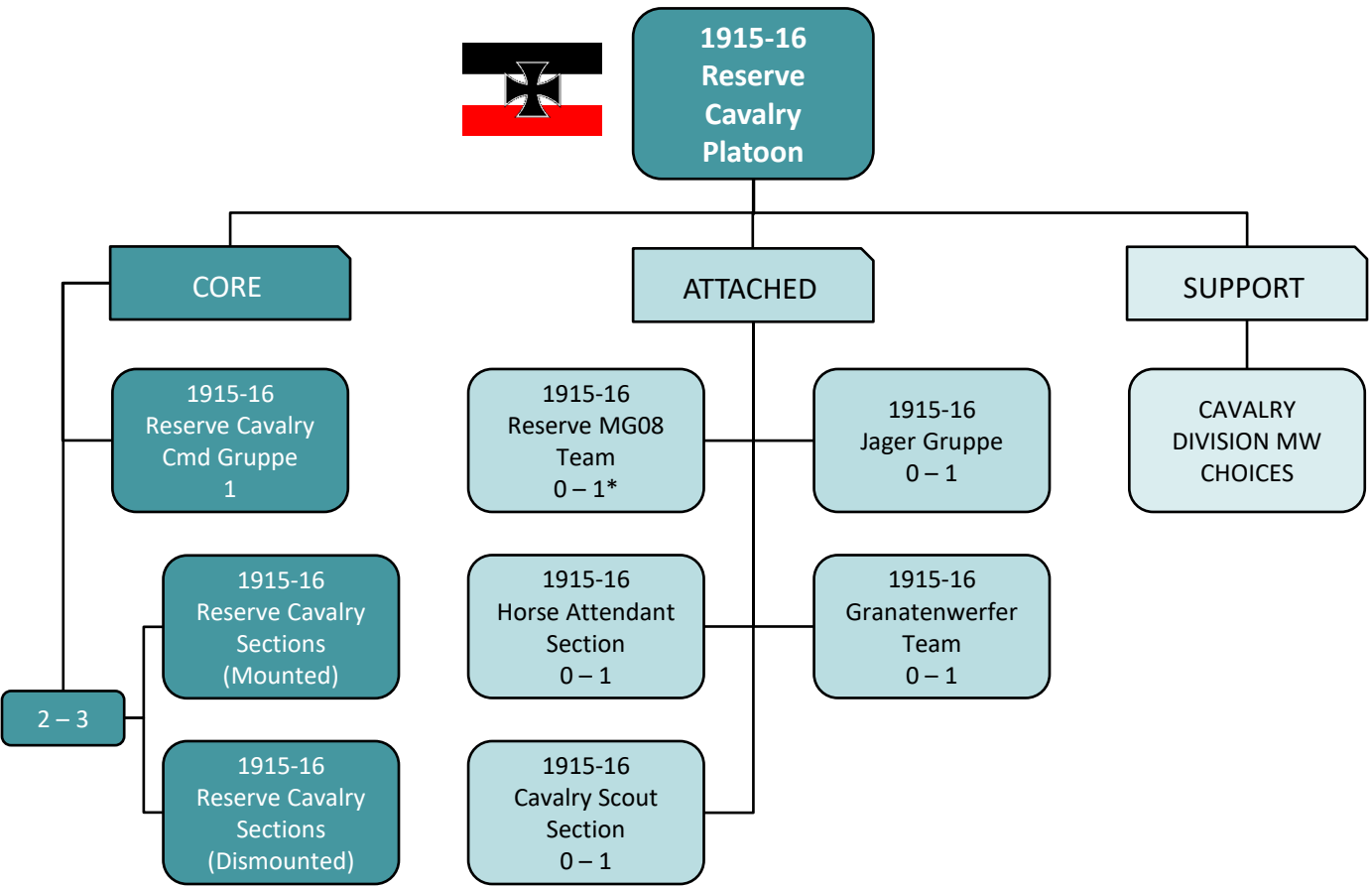
Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 RESERVE CAVALRY PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Reserve Cavalry Command Gruppe



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer, pistol, sabre, grenades, horse	1	18	1	24		
<i>Downgrade Officer to Green</i>	0-1	-7	0-1	-10		
<i>Downgrade Officer to Difficult</i>	0-1	-4	0-1	-5		
<i>Upgrade Officer to Energetic</i>	0-1	+5	0-1	+8		
<i>Upgrade Officer to Inspiring</i>			0-1	+18		
Attached Staff Officer and Aide, pistols, sabre, horse	0-1	22	0-1	25		
Medic, unarmed, horse	0-1	16	0-1	18		
Farrier, pistol, sabre, horse	0-1	16	0-1	18		
Musician, pistol, sabre, horse	0-1	11	0-1	13		
Senior NCO, BA carbine, sabre, horse	0-1	23	0-1	26		
Add Trooper, BA carbine, sabre, horse	0-2	13	0-2	16		
<i>Replace Officer's pistol with BA carbine</i>	0-1	-	0-1	-		
<i>Upgrade Officer's pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Add grenades for NCO and troopers</i>	Any	+2 ea	Any	+2 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 2



Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Cavalry, Extended Order, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move

1915-16 Reserve Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse	1	80	1	95		
4 Troopers, BA carbine, sabre, horse						
Add Trooper, BA carbine, sabre, horse	0-3	13	0-3	16		
<i>Upgrade NCO's pistol to SA Pistol</i>	Any	+1 ea	Any	+1 ea		
<i>Add grenades</i>	Any	+2 ea	Any	+2 ea		
<i>Add lance</i>	Any	+1 ea	Any	+1 ea		
<i>Add Cuirass (Cuirassiers)</i>	All/none	+1 ea	All/none	+1 ea		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Cavalry, Extended Order, Mounted, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Reserve Dismounted Cavalry Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine	1	65	1	80		
4 Troopers, BA carbine	0 - 4	10	0 - 4	13		
Add Trooper, BA carbine	Any	+1 ea	Any	+1 ea		
Upgrade NCO's pistol to SA Pistol	Any	+2 ea	Any	+2 ea		
Add grenades	For unit	+5	For unit	+5		
Equip the entire unit with cycles						

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Infantry Unit



Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

No Head Protection – unit receives -1 on Triage Checks.

Extended Order, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Cavalry Scout Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol, sabre, horse			1	90	1	100
4 Troopers, BA carbine, sabre, horse			0-3	15	0-3	17
Add Trooper, BA carbine, sabre, horse			Any	+1 ea	Any	+1 ea
Upgrade NCO's pistol to SA Pistol			Any	+1 ea	Any	+1 ea
Add lance			Any	+1 ea	Any	+1 ea
Add grenades			Any	+2 ea	Any	+2 ea

Morale

Rally 4+
Aggression 5+
Tenacity 5+



Cavalry, Extended Order, Independent, Mounted, No Head Protection, Recon 2

Unit Special Rules:

Cavalry – A mounted cavalry unit that wins an assault may make a breakthrough charge. A mounted cavalry unit requires an extra wound to remove a model as a casualty (2 for a trooper, 3 for a character).

Extended Order – the unit may operate in extended order.

Independent – the unit may activate outside of the influence range of the battlegroup commander without an activation die penalty.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks.

Recon 2 – the unit contributes 2 recon points to the force.

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy
Grenades	6"	1	1	+2	4+		Grenade, Suppression
Sabre	melee						+1 to Assault Checks on Assault move
Lance	melee						Re-roll Assault Checks on Assault move

1915-16 Horse Attendant Section



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
NCO, pistol or BA carbine			1	80	1	95
4 Troopers, BA carbine			0-4	13	0-4	16
Add Trooper, BA carbine			Any	+1 ea	Any	+1 ea
Upgrade NCO's pistol to SA Pistol			Any	+2 ea	Any	+2 ea
Add grenades			For unit	+1 ea	For unit	+1 ea
Upgrade entire unit with steel helmets			All/none	-1 ea	All/none	-1 ea
Remove the entire unit's horses			For unit	+5	For unit	+5
Equip an entire dismounted unit with cycles						

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Extended Order, Mounted, No Head Protection, Poor Shots

Unit Special Rules:

Cycles – the unit may make a maneuver action using its Double Time movement rate on the first turn of a mission, or its first turn entering from reserve.

Extended Order – the unit may operate in extended order.

Mounted – unit does not benefit from concealment, except from being in extended order, or protection while mounted. It receives a -1 to its Accuracy checks when shooting except when using a pistol or SA pistol, and it receives a -1 to Assault checks against unsuppressed infantry units.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Poor Shots – The unit suffers an additional -1 to hit if shooting while mounted.

Unit	Maneuver	Double Time	Assault	Agility
Mounted	10"	16"	8"	3+
Dismounted	8"	12"	6"	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
SA Pistol	6"	RF	RF	-	5+		Assault, Burst
BA carbine	18"	RF	RF*	-	5+		Handy

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

Vehicle Battlegroups and Units

Imperial Germany 1915-16



Offered by Wasatch Miniatures and GAJO Games

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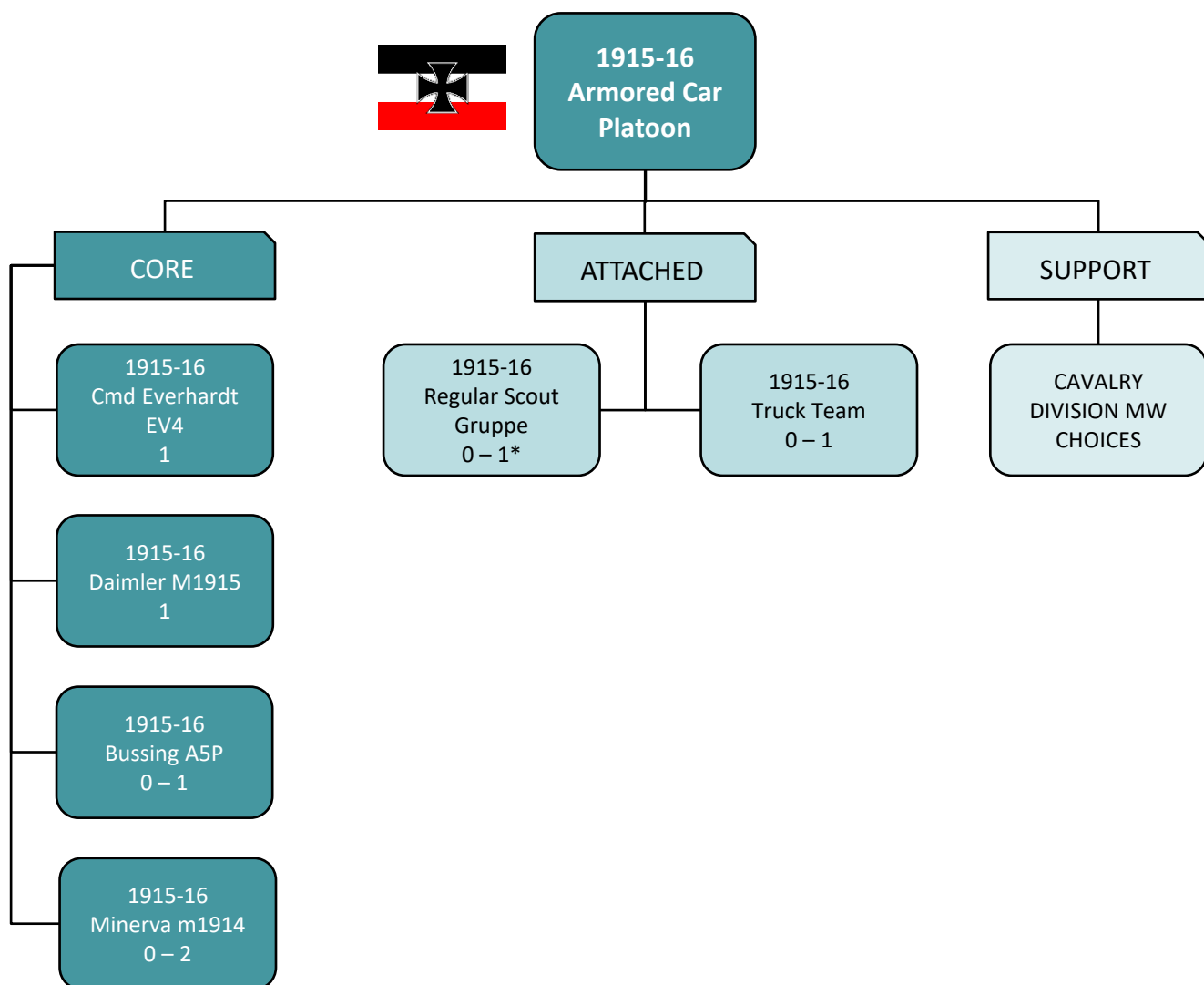
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1915-16 ARMORED CAR PLATOON

National Special Rules – any Imperial German.

ORGANIZATION DIAGRAM



* = Line Holder Unit

1915-16 Command Ehrhardt EV4 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Competent Officer	1	16	1	22		
Downgrade Officer to Green	0-1	-7	0-1	-10		
Downgrade Officer to Difficult	0-1	-4	0-1	-5		
Upgrade Officer to Energetic	0-1	+5	0-1	+8		
Upgrade Officer to Inspiring			0-1	+18		
Ehrhardt EV4	1	56	1	68		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+

Formation

Attack +2
Recon 1



Resilience 3

Armor

Front 7
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Ehrhardt EV4	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Right MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1915-16 Daimler M1915 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Daimler M1915	1	51	1	61		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Resilience 3

Armor

Front 7
Side 7
Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Daimler M1915	5"	8"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Right MG	24"	3	2	W	5+		Arc, Scythe, Suppression

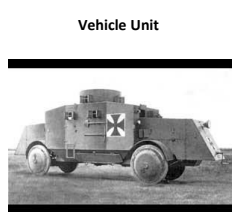
1915-16 Bussing A5P Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Bussing A5P	1	47	1	56		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Resilience 3

Armor

- Front 7
- Side 7
- Top 7

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (3), Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Bussing A5P	5"	8"	4"	6+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Turret MG	24"	3	2	W	5+		Scythe, Suppression
Front MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Left MG	24"	3	2	W	5+		Arc, Scythe, Suppression
Right MG	24"	3	2	W	5+		Arc, Scythe, Suppression

1915-16 Minerva m1914 Armored Car



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Minerva M1914 (MG) Armored Car	1	32	1	38		
Upgrade 1 crewman to Mechanic			0-1#	+7		
Upgrade 1 crewman to Skilled Driver			0-1#	+5		
Upgrade 1 crewman to Expert Gunner			0-1#	+10		

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Resilience 3

Armor

- Front 7
- Side 7
- Top 6

- limit of 1 expert crew for regulars, 2 for veterans

Unit Special Rules:

Defensive MGs (x) – the vehicle receives a total of (x) attacks in close combat.

Expert Gunner – the vehicle may re-roll any one failed Accuracy Check each time it takes a fire, sustained fire or closing fire action.

Mechanic – the vehicle receives a +1 to Repair Checks.

Open Topped – the vehicle adds an additional suppression marker each time it receives any.

Skilled Driver – vehicle adds +1" to its Maneuver and Double Time moves, and it may re-roll one failed Agility Check per turn.

Tank Terror – the vehicle causes Tank Terror.

Wheeled – the vehicle triples its Double Time movement on roads.

Defensive MGs (2), Open Topped, Tank Terror, Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Minerva m1914	6"	9"	4"	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Hotchkiss MG	24"	3	2	W	5+		Scythe, Suppression

1915-16 Imperial German Car Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Car, 2 crew with pistols	1	12	1	14	1	17
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Vehicle Unit

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Transport (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled – the vehicle triples its Double Time movement on roads.

No Head Protection, Unarmed Transport (6), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Car Team	8"	14"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault

1915-16 Imperial German Truck Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Great War Era Truck, 2 crew with pistols	1	16	1	20	1	24
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale

Rally 4+
Aggression 5+
Tenacity 6+



Vehicle Unit

Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Transport (x) – the vehicle may transport one unit of no more than (x) models in addition to its crew. Weapon teams count their weapon as an additional model. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Tow (x) – the vehicle may tow one gun unit (and transport its crew) of no more than (x) weight. Place a gun team behind the vehicle to indicate that the gun itself is being towed. It takes one action to mount or dismount the unit transported – the vehicle does not move and cannot fire, but the transported unit dismounts (is placed anywhere within 6" of any door on the vehicle) or mounts (all models must be within 6" of any door on the vehicle).

Unarmed Transport – the vehicle is removed from play if it is unoccupied, and it has an enemy model within 12". The crew may fight to defend their vehicle, but they will depart with it if it is removed.

Wheeled – the vehicle triples its Double Time movement on roads.

No Head Protection, Tow (H), Unarmed Transport (12), Wheeled

Unit	Maneuver	Double Time	Assault	Agility
Truck Team	8"	12"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault

Weapon Units

Imperial Germany 1915-16



Offered by Wasatch Miniatures and GAJO Games

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1915-16 Guard MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	58	1	70
Add Armor-Piercing Ammo (1916)			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale

- Rally 4+
- Aggression 4+
- Tenacity 3+



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Sharpshooters – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Stubborn – the unit may re-roll one failed Aggression Check each turn.

Fixed, No Head Protection, Stubborn

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1915-16 Regular MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	50	1	60
Add Armor-Piercing Ammo (1916)			For unit	+3	For unit	+3
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade unit to MG Sharpshooters					For unit	+6
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Sharpshooters – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Reserve MG08 Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	45		
Add Armor-Piercing Ammo (1916)			For unit	+3		
Add Indirect Fire Training			For unit	+3		
Upgrade entire unit with steel helmets			For unit	+3		

Morale

Rally 4+
Aggression 5+
Tenacity 4+

Weapon Unit



Fixed, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1915-16 Alpenkorps MG08 MG Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 2 crew			1	71	1	85
Add Armor-Piercing Ammo (1916)			For unit	+3	For unit	+3
Equip with Mule team			For unit	+4	For unit	+4
Add Indirect Fire Training			For unit	+3	For unit	+3
Upgrade entire unit with steel helmets			For unit	+3	For unit	+3

Morale

Rally 3+
Aggression 4+
Tenacity 3+

Weapon Unit



Fixed, No Head Protection, Sharpshooters

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Mule Team – unit ignores steep slope movement penalties. The unit adds +1" to its Double time movement, and +1 to its Agility rating.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Sharpshooters – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
Alpine MG08	-	6"	-	4+
With Mule Team	-	7"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
Firing AP Ammo	36"	4	-	+2	5+		Crew 2
Firing Indirect	12-48"	1	-	-	6	d3	Crew 2, Indirect, Suppression



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Maxim MG08, NCO + 3 crew			1	64	1	76
<i>Add Armor-Piercing Ammo (1916)</i>			<i>For unit</i>	+3	<i>For unit</i>	+3
<i>Add Indirect Fire Training</i>			<i>For unit</i>	+3	<i>For unit</i>	+3
<i>Upgrade unit to MG Sharpshooters</i>					<i>For unit</i>	+6
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+3	<i>For unit</i>	+3

Morale	
Rally	4+
Aggression	4+
Tenacity	4+



Fixed, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Sharpshooters – the unit may re-roll up to two missed direct fire Accuracy checks each time it shoots.

Unit	Maneuver	Double Time	Assault	Agility
MG08 Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
MG08 MG	36"	6	2	-	4+		Beaten Zone, Crew 2, Scythe, Suppression
<i>Firing AP Ammo</i>	36"	4	-	+2	5+		Crew 2
<i>Firing Indirect</i>	12-48"	1	-	-	5+	d3	Crew 2, Indirect, Suppression

1916 7.5cm Minenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.5cm Minenwerfer, NCO + 2 crew			1	43	1	56
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+3</i>	<i>For unit</i>	<i>+3</i>

Morale	
Rally	4+
Aggression	4+
Tenacity	4+

Weapon Unit



Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Fixed, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.5cm Minenwerfer	12-48"	1	-	+3	4+	d6	Crew 2, Indirect Only, Smoke, Suppression

1915-16 Granatenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Granatenwerfer, NCO + 1 crew			1	30	1	35
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+2</i>	<i>For unit</i>	<i>+2</i>

Morale	
Rally	4+
Aggression	5+
Tenacity	4+

Weapon Unit



Unit Special Rules:

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	4"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Granatenwerfer	6-24"	2	1*	+2	4+	d3	Crew 2, OH Fire, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

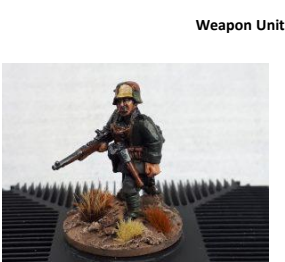
1915-16 Sniper Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Sniper Team – Sniper with sniper rifle, Spotter with pistol			1	29	1	35
<i>Add Body Armor to unit</i>			<i>For unit</i>	+3	<i>For unit</i>	+3
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+2	<i>For unit</i>	+2

Morale

Rally 4+
Aggression 5+
Tenacity 4+



Unit Special Rules:

Body Armor – the unit ignores a successful damage roll against it on a 5+. The unit reduces its movement rate by ½. The unit may re-roll 1 failed Rally check per Rally action.

Camouflage – the unit may be placed in ambush in a mission allowing it.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Yield Ground – the unit is ignored for determining who holds an objective.

Camouflage, No Head Protection, Yield Ground

Unit	Maneuver	Double Time	Assault	Agility
Infantry	8"	12"	-	Auto
Infantry in Body Armor	4"	6"	-	Auto

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Pistol	6"	RF	RF	-	5+		Assault
Sniper Rifle	36"	1	-	-	4+		Sniper Rifle, Suppression

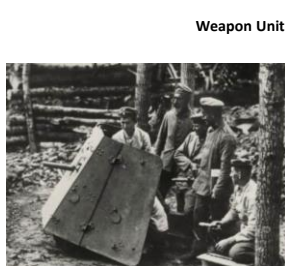
1915-16 Stoss 3.7cm Sturmbegeleitkanone



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
3.7cm Sturmkanone, NCO + 4 crew			1	44	1	53
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	+5	<i>For unit</i>	+5

Morale

Rally 3+
Aggression 4+
Tenacity 3+



Unit Special Rules:

Added Crew – the weapon’s movement ratings reflect a large crew. Reduce the weapon’s Double Time move by 2" and increase its Cross number by one once more than 2 crew figures are casualties.

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Added Crew, Fixed, Gun Shield, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Weapon Team	2"	8"	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
3.7cm Sturmkanone	30"	2	1*	+2	5+	d3	Crew 2

Gun Units

Imperial Germany 1915-16



Offered by Wasatch Miniatures and GAJO Games

<http://www.gajominis.com>

gajominis@aol.com



1915-16 Regular 7.7cm FK 96 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew			1	77	1	99
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+

Aggression 4+

Tenacity 4+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.7cm FK96	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 Reserve 7.7cm FK 96 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew	1	48	1	69		
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>		

Morale

Rally 4+

Aggression 5+

Tenacity 4+



Fixed, Gun Shield, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.7cm FK96	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 7.7cm FK 96 Horse Artillery Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.7cm FK96 Gun, NCO + 3 crew, Limber			1	86	1	111
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

- Rally 4+
- Aggression 4+
- Tenacity 4+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

Limber – the model may rotate and shoot with its full rate of fire, suffering an additional -1 to hit.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	8"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.7cm FK96	48"	2	1	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	4+	d6+1	Crew 3, Indirect, Suppression

1915-16 Reserve 9cm C/73 Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
9cm C/73 Gun, NCO + 3 crew	1	37	1	54		
<i>Upgrade entire unit with steel helmets</i>	<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>		

Morale

- Rally 4+
- Aggression 5+
- Tenacity 4+



Gun Unit

Fixed, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
9cm C/73	48"	1	1*	+6	3+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	3+	d6+1	Crew 3, Indirect, Shrapnel, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

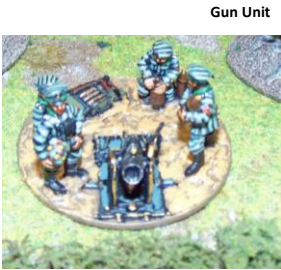
1915-16 17cm Minenwerfer Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
Heavy Minenwerfer, NCO + 3 crew			1	64	1	83
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Gun Unit

Fixed, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	-	4"	-	5+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
Heavy Minenwerfer	12-48"	1	-	+4	3+	2d6	Crew 3, Indirect Only, Salvo, Suppression

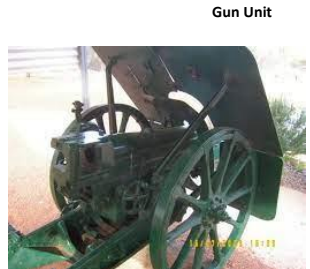
1915-16 7.5cm GebK13 Mountain Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.5cm GebK13, NCO + 3 crew, mule team			1	66	1	85
<i>Upgrade entire unit with steel helmets</i>			<i>For unit</i>	<i>+4</i>	<i>For unit</i>	<i>+4</i>

Morale

Rally 4+
Aggression 4+
Tenacity 4+



Gun Unit

Fixed, Gun Shield, No Head Protection

Unit Special Rules:

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage Checks. This rule does not apply if the unit has been upgraded to steel helmets.

Mule Team – unit ignores steep slope movement penalties. The unit adds +1" to its Double time movement, and +1 to its Agility rating.

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2"	6"	-	4+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.5cm GebK13	48"	2	1	+3	4+	d6	Crew 3, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-54"	1	-	-	4+	d6	Crew 3, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-54"	1	-	+2	5+	d6	Crew 3, Indirect, Suppression

AF = Accelerated Fire RF = Rapid Fire SS = Single Shot * = Slow Firing

1915-16 Stoss 7.62cm L16.5 Infantry Gun Team



Description	Inexperienced		Regular		Veteran	
	No	Pts	No	Pts	No	Pts
7.62cm L16.5 Infantry Gun, NCO + 4 crew			1	73	1	95
Upgrade entire unit with steel helmets			For unit	+5	For unit	+5

Morale	
Rally	3+
Aggression	4+
Tenacity	3+



Unit Special Rules:

Added Crew – the weapon’s movement ratings reflect a large crew. Reduce the weapon’s Double Time move by 2” and increase its Cross number by one once more than 2 crew figures are casualties.

Fixed – the weapon has a 90-degree firing arc from its facing direction. To fire outside the arc, they must use a maneuver action to change facing, and will use their moving ROF if they then use a fire action.

Gun Shield – the weapon provides concealment and protection to its crew from any fire through their forward arc.

No Head Protection – unit receives -1 on Triage checks. This rule does not apply if the unit has been upgraded to steel helmets.

Added Crew, Fixed, Gun Shield, No Head Protection

Unit	Maneuver	Double Time	Assault	Agility
Gun Team	2”	6”	-	3+

Weapon	Range	ROF		PEN	Lethality	HE Blast	Special
		Halted	Move				
7.62cm L16.5 Krupp	30”	1	1*	+3	3+	d6	Crew 2, Scythe, Suppression, Trajectory
<i>Indirect: Shrapnel</i>	24-48”	1	-	-	3+	d6	Crew 2, Indirect, Shrapnel, Suppression
<i>Indirect: HE</i>	24-48”	1	-	+2	4+	d6	Crew 2, Indirect, Suppression